

“FATHER TIME”



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|------------|---------|
| Level | 60 |
| Race | Human |
| Profession | Mage |
| Age | Unknown |
| Height | 5'4 |
| Weight | 123 lbs |
| BMR | 21 |
| DB | 30 |
| Hits | 129 |
| Initiative | 35 |
| PP | 194 |
| Ag | 96 |
| Co | 92 |
| In | 110 |
| Pr | 91 |
| Qu | 115 |
| Re | 92 |
| SD | 93 |
| St | 88 |

Skills

Sculpting (10) 69, Climbing (2) 38, Brawling (10) 68, Melee Weapon – Quarterstaff (25) 103, Mental Focus (10) 68, Herbcraft (8) 74, Linguistics – Ancient Human Written (10) 68, Linguistics – Ancient Human Spoken (10) 68, Linguistics – Modern Human Spoken (10) 68, Linguistics – Modern Human Written (10) 68, Linguistics – Elvish Spoken (10) 68, Linguistics – Elvish Written (10) 68, Linguistics – Dwarvish Written (10) 68, Linguistics – Dwarvish Spoken (10) 68, Linguistics – Goblin (10) 68, Linguistics – Orc (10) 68, Linguistics – Troll (10) 68, Mundane Lore – History (25) 103, Perception (35) 129, Charm (15) 84, Leadership (12) 78, Arcane Lore – Spell Lore (30) 108, Power Point Development (90) 164, Spells – Intuitions (50) 124, Spells – Blur (38) 106, Spells – Boost Quickness (13) 74, Spells – Guess (6) 48, Spells – Unlocking Ways (15) 78, Spells – Dreams (8) 64, Spells – Boost Insight (9) 63, Spells – Distractions (25) 113, Spells – Fear (24) 112, Spells – Past Visions (20) 108, Spells – Quiet Ways (8) 78, Spells – Bladeturn (35) 123, Spells – Deflections (36) 124, Spells – Haste (30) 118, Spells – Merging Ways (20) 108, Spells – Passing (40) 128, Spells – Darkness (55) 148, Spells – Invisibility (30) 118, Spells – Minor Healing (7) 53, Spells – Magestaff (19) 92, Spells – Dispel Magic (6) 48, Spells – Mage Armor (16) 80, Spells – Sleep (9) 63, Animal Handling – Horses (8) 74, Foraging/Survival Woods (20) 104, Navigation (15) 94, Riding (11) 81, Tracking (9) 79, Endurance (31) 99, Ambush (15) 99, Locks & Traps (20) 115, Pick Pockets (15) 105, Stalking & Hiding (10) 124

Talents

Accelerated Healing, Arcane Power – Cleric, Assassin Training, Focussed Eloquence (greater) – Mage, Lightning Reflexes, Blazing Speed, Master Burglar, Master Pickpocket, Natural Linguist, Quiet Stride, Scholar, Subtle, Survivalist, Extremely Nimble

Equipment

Quarterstaff, light grey tunic, wood carving knife, bedroll (heavy), Fire-starting bow, Waterskin